



# BUSHWACKER

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\* \* \* \* \*

## "Commence Firing."

Places are filling up rapidly for the "Atlantica II" game. We are planning to print the rules in the near future, and when that is done we will call for cash payments from those who've signed up. Any players in the current "Atlantica" game who would like to see the revised rules may have a set for 25¢, since you already have a map, and can make the few necessary changes in pencil if you wish. (These revisions will not affect the current game, 1972-Gcz, in any way).

We wish to assure everyone that there will be no further changes in the "Abstraction" rules until after many games are completed. There are games currently under way in several 'zines. When at least a dozen games have been completed, we will see if there are any weaknesses which need correcting. Anyone running an "Abstraction" game is requested to send me the final number of centers owned by each Power at the end of each game, plus comments on any anomalies or flukes discovered. My mention of a possible revision to include "Siberia" a few issues back was only thrown out for the benefit of anyone who might like to try something different.

If anybody would be interested in my bringing the giant "Abstraction" or "Atlantica" maps to Diplocon for an in-person game, please let me know well in advance. (Now, don't everybody shout at once!)

NOTICE: In order to fit the BUSHWACKER publishing schedule into my Diplocon visit, we are shortening the next deadline to 3 weeks and 5 days. The next deadline for both games will be TUESDAY, May 22nd, at 8 p.m. This will enable us to set the following deadline for Tuesday, June 19th, and get the paper printed in time to bring copies along with us to the convention.

\* \* \* \* \*

## SOMEBODY UP THERE LIKES US

Artists dream of spending their lives in Tahiti; wine connoisseurs in the Rhineland; and now games enthusiasts can dream of going to London. Yes, fellow players, it's finally happened. John Piggott reports in ETHIL THE FROG that an organization called  
(more)

the National Games Club has opened a games room every Sunday at the Bedford Corner Hotel in London. ("Take the tube to Tottenham Court Road station.") For 25 new pence, anyone (even Yanks) can enter this Valhalla and gorge themselves on all sorts of board games until they fall flat on their faces. Oh, yes, there is a bar in the room to help you fall on your face. John reports further details in a letter to me: "No jukeboxes, or noise of any kind apart from the cries of despair and triumph from the various players. Most attendees are young, but older ones are present. Several married couples come along, in fact, and bring their kids with them. The kids retire into the corner with 'Battling Tops' (cough) or something whilst the parents play something a little more intellectual. Most British games are provided, plus a few Avalon-Hill and 3M games. Wargames fans generally bring S&T games along with them and search for opponents, but Monopoly, Scrabble, etc. are played by most ... and Diplomacy, of course"

Anyone seeking more information from the National Games Club is invited to write to them at: 11 Tottenham Court Rd., London W1A 4XF, England. Has anyone seen my Passport? "Bye, bye, dear, I'll be back in a year."

\* \* \* \* \*

#### A SUGGESTION ON THE U.S.A. VARIANT

Some Diplomacy variants have already begun using the U.S.A. map as the game board. The rules generally specify the following points: 1. Each player may select any three States as his home Supply Centers. 2. All States are Supply Centers. 3. Only armies are used. 4. Anywhere from 4 to 7 players may play.

We would like to throw out the following comments and suggestions at no charge. Comments: 1. There are two flaws in this game. a. Maine is in a corner position, since it can only be touched by New Hampshire. Therefore, an army in Maine can never be driven out or annihilated. b. There are too many S.C.'s east of the Mississippi, and not enough west of it. 2. It has been my experience from variant games that 46 S.C.'s is about the most that one ought to have if a game is to last only a reasonable period of time. (You will note that both Abstraction and Atlantica finally wound up with exactly 46 S.C.'s.)

Suggestions: 1. Perform the following geographical mergers: a. Merge Vermont and New Hampshire; b. Connecticut and Rhode Is.; c. Maryland and Delaware (D.C. has already been merged with Md. in all the variants I've heard of). 2. Make the following map changes: a. Have Massachusetts touch Maine by giving it the southern quarter of the former New Hampshire province. b. Make the Upper Peninsula of Michigan part of Wisconsin. c. Divide California crosswise into two States, Northern and Southern. d. Add the non-supply center province of "Niagara" between Michigan and New York. e. Provide "Moses crossings" from Wisconsin to Michigan and from Maryland to New Jersey. 3. Require players to select their 3 Home Centers from the same or adjacent geographic regions. (e.g. At least two States from the same Census region, and the third to be adjacent to at least one of the other two). Choice of Regions to be made per usual Diplomacy methods. The GM to toss a coin if two players choose the same State.

I believe this will result in a much better game. There will be exactly 23 S.C.'s both east and west of the Mississippi. The Maine "redoubt" is eliminated. By having all his Home centers in one area, a player can come up with better press releases and a better raison d'etre for his cause. The New England lobsterman. The Appalachian moonshiner. The Minnesota-Dakota iceman. To say nothing of the unreconstructed gray-garbed Deep Southerner. Does anybody want to run this game? Please let me know if you're interested in either playing or GM'ing it.

STILL MORE CONVENTION NEWS (Oh, no, not again)

Being a native Chicagoan, the violin case is already packed with goodies to bring to Diplocon. Among these is a "So you think you know Chicago?" Quiz. If anyone would like to take the quiz by mail, please send a self-addressed envelope for a copy. You must specify whether or not you are a native of Illinois, as BUSHWACKER will award one prize to Illini, and one to Auslanders, for the person who has the most correct answers. All entries must be back in our hands by June 19th. We will have copies to give out at the Show, but, obviously, since people can get the answers from natives and/or compare notes, there can be no prizes awarded for forms returned to me there. God knows what the prizes will be. It depends on how many people enter. No prize will be awarded in any category in which there are not at least three entrants. The quiz will not, repeat not, contain any questions about Calumet City night life or St. Valentine's Day. It is basically a geography quiz. If you think you know Chicago, take the test.

Anyone interested in taking a trip to the Observation Deck of the John Hancock Tower while we're in Chicago? It's on the 95th floor, making it, until the World Trade Center Oh opens, the highest spacious observation deck in the world. I'll be glad to be your guide. Oh, There is a city ordinance prohibiting the defenestration of noncooperative Diplomacy players.

\* \* \* \* \*

"EDUCATION: that, ultimately, is the key to survival in the coming world of ultra-intelligent machines. The truly educated man (I have been lucky enough to meet two in my lifetime) can never be bored. The problem which has to be tackled within the next fifty years is to bring the entire human race, without exception, up to the level of semi-literacy of the average college graduate. This represents what may be called the minimum survival level; only if we reach it will we have a sporting chance of seeing the year 2200."

- Arthur C. Clarke, "The Mind of the Machine," from Report on Planet Three

I compete with myself, in that the above was also printed at my suggestion in M-ANATION, the Baltimore Mensa newsletter. The Editor of same, Don Laughery, has added: "The foregoing seems at first blush to be a desirable goal, but what of the uneducable (by then standards, not now standards)? ... I think the crucial point is to assure the survival of man as a race, in whatever environment he chooses for himself. (The key word here is environment. Do you think the average PhD could survive alongside an Australian Bushman in the Outback?) It just may be that the environment we seem to be preparing for our descendants isn't the best of all possible worlds after all."

The question, Don, may be whether there is any way to stop the current headlong rush into the world ruled by the machine. I think, barring atomic or ecological catastrophe, we're already too far down the road to stop the machine, described by Stephen Vincent Benet as "the tireless serf already half a god," from taking over. One good might come of such rule, however. Machines might be too intelligent to make war. One group plugged the data for World War I into a computer. The computer rejected it as impossible!

As a footnote to the above, a survey made by a unit at the Johns Hopkins Hospital in Baltimore confirmed what those of us who review Disability claims had discovered on our own, namely: "The number of children in a family unit is in inverse proportion to the I.Q. of the chief wage earner." Ask yourself how many generations this can continue before the entire social system collapses. Then, send your check today to: Zero Population Growth, Inc., 4080 Fabian Way, Palo Alto, Calif. 94303.

## NAVAL WAR GAMES

The first of a series on the naval games I played from 1945 to 1951.

### Part I - ECONOMIC FACTORS IN NAVAL WAR GAMES

Perhaps some of you have played in Diplomacy-type naval war games, or are seeking such games which would go on for longer periods than say, Jutland or Flight of the Goben. I used to belong to a group which played such games on maps of our own invention (5, 4, and 2-man versions). I intend to talk about the maps in a later article. Today, I'm going to mention how we established motivation for operation of our transports and the resultant naval combat.

In the two-man version, each country's economy was dependent upon the importation of a particular substance from an outside source. We simply called this substance "X". If a country's supply of "X" was exhausted, it automatically lost the war as its industry came to a halt. Each country consumed one item of X per day. The transport ships could bring in so many units of X per round trip to one of two foreign countries which exported it. The amount each ship could carry was directly related to the tonnage of said ship. The game was balanced so that at the start the transports could bring in about twice as much X as would be consumed in a given time period. However, as transports were sunk, the amount of X in stockpiles constantly dwindled. The nations had to take desperate chances to try to get their convoys through. Usually, raiders intercepted the convoys and did battle with the escort vessels while the transports tried to flee. (We used the Fletcher Pratt system to fight the actual battles. Other systems can be used.)

If anyone establishes such a naval war game, the important thing is to carefully calculate the length of time it will take your transports to make a round trip to a source of supply. We ran convoys for the slower transports, and allowed our fast liners to run at full speed unescorted. We usually assumed that the ships were powered by atomic energy and could operate at top speed continuously. (This concept was established in 1945). It must be possible for your ships to bring in more units of X under normal conditions than are being consumed. We had 10 transports on each side, including two fast liners and 8 ordinary "tubs." Both sides used the same ships to make things perfectly equal. Also, the two countries at war must be either island countries like Australia or be unable to get at each other or at the X-source countries by land, due to impassable mountains, jungles, etc. This is the only way you can justify the entire war effort being conducted by naval forces. You should also design a map so that shipping lanes tend to merge to pass through certain strategic points, like straits, to increase the probability of combats. I'll discuss how we did this in my next article.

\* \* \* \* \*

## A MORALITY TALE

Once upon a time there lived a wicked king who had gained absolute power by getting his people to accept a new religion in which the people worshipped porpoises as gods. The king himself was the high priest of this religion. Since the survival of the political state depended on the peoples' acceptance of the State religion, it was necessary to keep them ignorant of the true nature of porpoises, including the fact that they can die. To keep the people from finding out that porpoises die, the king built a special tank for them behind the palace and forbade all but himself from approaching the tank. In order to insure that no one else would get near, he had a moat dug around the tank, and in the moat he placed the Royal Lions. There was a  
(more)

single narrow wooden bridge across the moat, with an iron gate, to which the king possessed the only key. Every day, the king would personally cross the moat over the lions to feed the porpoises. Thus, the people were kept ignorant and the king continued his tyrannical rule.

It chanced that one day the king came to the moat bearing a basket of dead sea gulls to feed to the porpoises. As he started over the bridge, it collapsed, and he fell into the pit with the lions. As the lions pounced on him and began to eat him, the king reflected on the error of his ways, and concluded:

"It is wrong to bring gulls across State Lions for immortal porpoises."

-contributed by Larry Bowen at a winetasting ~~party~~ seminar.

\* \* \* \* \*

ENOUGH! BRING ON THE GAMES ---

ATLANTICA - 1972 Gcz

FEBRUARY 1871

ITALIANS VISIT SUNNY SPAIN AND COTE D'AZUR WHILE CANADIANS SCRAPE MOTHER COUNTRY IN FROZEN NORTH. CONFEDERATE IRONCLADS OFF AFRICAN COAST WHILE U.S.A. ELIMINATED.

JANUARY 1871 Revisited. We neglected to print the successful move of Canadian F Toronto-Montreal (s.c.). Since this did not have any effect on the progress of the game, we did not send out postcard notices.

ENGLAND (Piggott): A Munich-Switzerland. A Kiel-Munich. A Ruhr (S) A Kiel-Munich. A Berlin-Silesia. A/F Irish Sea disembarks A in Ireland. F Irish Sea (S) A/F English Channel-Mid-Atlantic. A London boards F Eng. Channel. A/F English Channel-Mid-Atlantic. F North Sea-Norwegian Sea. F Helgoland-North Sea. F Denmark-Skagerrack. F Holland-Belgium.

FRANCE (Barents): F Azores (S) ENGLISH A/F English Channel-Mid-Atlantic. F Spain (s.c.) (S) A Marseilles. /r/. (R) to Portugal (Only space open). A Marseilles (S) F Spain. /r/. (R) to Gascony (Only space open) A Gascony-Paris.

ITALY (Vane): A Burgundy-Marseilles. A Piedmont (S) A Burgundy-Marseilles. F Algeria-Morocco. A Mauretania (S) F Algeria-Morocco. A Tyrolia-Bohemia. A/F Tyrr. Sea-Gulf of Lions. A disembarks Spain (s.c.). F Western Med. (S) A Gulf of Lions-Spain (s.c.) F Ionian-Tyrrhenian Sea.

CANADA (Weidmark): F North Atlantic-Iceland. F Grand Banks-North Atlantic. F Gulf of St. Lawrence-Grand Banks. F Montreal-Gulf of St. Lawrence. F West-Atlantic-Mid-Atlantic. F Bay of Fundy-West Atlantic. A Wisconsin-Minnesota. A Chicago (S) A Kentucky. A Maryland (S) A Kentucky. A Kentucky (S) CSA F N.C.-Richmond. F Chesapeake Bay (S) CSA F N.C.-Richmond. A Greenland-Libya (frozen).

C.S.A. (Keithley): F Gulf of Mexico-Bahamas. F Louisiana (H). F North-Carolina-Richmond. F Bermuda-Canaries. F South Atlantic-Mauretania.

U.S.A. (Root): NMR. A Missouri (H). A Tennessee (H). A Richmond (H) /r/ (Annihilated).

Players are reminded that Greenland, Finland (n.c.), Arctic Ocean and Barents Sea will remain frozen through the April 1871 moves.

Underscored moves fail. All others succeed.

(More)

PRESS RELEASES:

ROME (February 1, 1871) The Confederacy must pull its fleets out of the South Atlantic Ocean and the Canaries to solidify our trade agreement. We recognize the Confederacy as a legitimate Power, and mourn the demise of the U.S.A. Death to France!

RICHMOND (Feb., 1871): The last of the Yankees are being entertained here by the Canadian-Confederate Peace Commission before their transfer to the Manitoba Manganeese Mines. Said General Grant upon sipping his first Rebel Yell, "Mmm, tastes like 90 proof Old Crow!" Said General Sherman upon his seventeenth taste of Jack Daniels, "Mmm, war is getting better all the time."

BUSHWACKER (February 28, 1871): BELFAST, IRELAND. All the church bells rang out in joy today as the city celebrated the arrival of the British troops who will protect them from the Canadian fleets now operating in the darkness of the North Atlantic. "God bless Queen Victoria!" shouted the Mayor of Belfast. "My people will give the Tommies a welcome they'll never forget." He then gazed anxiously out to sea, where an ominous cloud of smoke lay on the horizon. It is reported that the Irish are especially upset by the rumor that the Canadians plan to seize the Guinness Brewery and convert it for the production of O'Keefe Ale.

SUPPLY CENTER CHART FOR "ATLANTICA." GAINS, ~~108878~~

ENGLAND:	3 Home, Belgium, Berlin, Holland, Ireland, Kiel, Norway, Sweden, Denmark, MUNICH, <del>1077400</del>	(12, No change)
FRANCE:	Brest, Paris, Portugal, AZORES, <del>10871118</del> , <del>SPAIN</del>	(4, No change. One F annihilated earlier)
ITALY:	3 Home, Austria, Greece, Mauretania, Morocco, Tunisia, MARSEILLE'S, SPAIN, <del>MUNICH</del>	(10, Build 1)
CANADA:	3 Home, Boston, Chicago, Greenland, Manitoba, Md., New York, Nfl., P.E.I., Philadelphia, ICELAND, KENTUCKY	(14, Build 2)
C.S.A.:	3 Home, Cuba, Hispaniola, LOUISIANA	(6, Build 1)
U.S.A.:	<del>AZORES, KENTUCKY, LOUISIANA</del>	(0, Eliminated)

DEADLINE for Builds is TUESDAY, May 22, 8 p.m. Eastern Daylight Time.

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1972  
ABSTRACTION - Jco

JULY 1915

NOTICE: John Kemety has accepted the position as Russia, but I gather from his press release that he'd rather be addressed as "Vladimir" than as "Czar Ivan". Here is a change of address for the No. 1 Stand-by Player:

Robert Johnson, Apt. 309, 644 Massachusetts Ave., N.E., Washington, D.C. 20002.

REDS RUN IN REVERSE; TURKS PULL A SLY ONE; GERMANY GETS HELP FROM ALMOST EVERYONE BUT STILL CAN'T CLIMB THE STEPPES. ROYAL NAVY WINS BATTLE OFF JUTLAND COAST.

ENGLAND (Sulfridge): F North Sea-Anglian Sea. F Skag. (S) F North Sea-Anglian Sea. F Sweden-Denmark. A Norway-Sweden. F London-English Channel. A Yorkshire-London. F Mid-Atlantic (S) F Brest. F Brest (S) F Mid-Atlantic. /r/. (R) to Picardy (as per orders).  
RUSSIA (Kemety): A Odessa-Caucasus. A Moscow-Volga. A Archangel (S) A Moscow-Volga. A Courland-Moscow.

(Cont. on Page 8)

# International Game Show

👑 Diplo-Con VI 🏠

## June 22, 23 & 24, 1973

### Diplo-Con VI

WILL RICHARD ACKERLY SUCCESSFULLY DEFEND HIS TITLE IN THE 49-PLAYER DIPLOMACY TOURNAMENT, or will YOU be victorious and take it away from him? The 2nd Annual 49-Player Diplomacy Tournament will award, in addition to the touring Diplomacy Cup, a beautiful, hand-made, inlaid hard-wood, Diplomacy board, engraved with your name. The tournament is held in two rounds of competition. On Saturday, 7 full games are played. On Sunday, games for the winners, those who were in draws, and the highest ranking 2nd place players, will be scheduled.

DIPLOCON, in Chicago, will feature the inventor of Diplomacy, Mr. Allan Calhamer, heading a seminar for novica players on the strategy and tactics of the game.

For members of the National Diplomacy organizations time and space has been set aside for open mastings of the leadership and the members.

DIPLOCON VI is a place to meet your play-by-mail opponents and gamesmasters, and to meet new rivals among the hundreds who will attend!

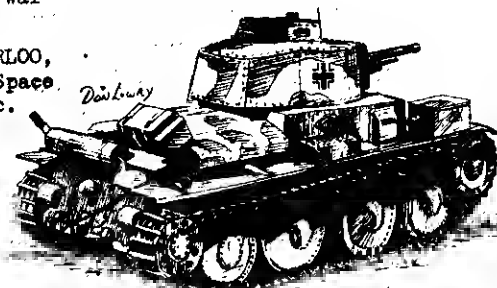
### Chicago II

The largest Historical Conflict Simulations Convention in the U. S. will convene again in Chicago for your pleasure and enjoyment. The three major divisions this year will be:

- \*\* A 2 day Chess Exhibition, in which Chicago Area Chess Masters will simultaneously play multiple challengers. The first challenger to tople each of the Chess Masters will win a fabulous prize.
- \*\* The Tri-Century Miniatures Trophy and \$50 in gift certificate will go to the best overall player in a Napoleonica game, a Midieval game and a WWII armor game! Prizes will also be awarded for scheduled Modern, Naval (WWI & WWII), American Civil War and Fantasy miniatures games!
- \*\* The Old Masters Avalon Hill Trophy for best overall play in playbalanced WATERLOO, STALENGRAD, and GETTYSBURG, plus a gift certificata award, will be awarded. Space will also be available for all types of adult gamee, wargames, miniatures, etc.

Three other features will be:

- \*\* An exhibition of ancient and precious games and chess sets.
- \*\* Workshops in Diorama Construction and Soldier Conversions.
- \*\* An Adult Game Bazaar where you can buy all types of gamee, miniaturree, books, magazines and novelty items!



JUNE 22, 23 & 24 are the dates for the INTERNATIONAL GAME SHOW, held this year at the Bismarck Hotel, La Salle & Randolph, in Downtown Chicago.

Fees:	FRIDAY JUNE 22 2:30 PM- 12 PM	SATURDAY JUNE 23 9:00 AM-12:00 PM	SUNDAY JUNE 24 9:00AM-8:00 PM
spectator	\$1.00	\$2.50	\$2.50
Cheee only	----	\$3.00	\$3.00
Player	\$2.00	\$5.00	\$5.00

(access to  
all evente)

For prepayment, before April 30, 1973;  
minus 50¢/day in Spectator or Chess  
minus \$1/day as an all around player

Room accomodations, in beautiful, newly remodeled rooms, is a fantastic \$16/day for Singles and \$22/day for doubles. A \$10 deposite to the Hotel is required on check-in times after 6 PM. Make all checks payable to the INTERNATIONAL GAME SHOW at 205 West Wacker Drive, Chicago, Illinois 60606.



GERMANY (Tilson): A Paris-Brest. A Lyon-Lorraine. A Tyrol-Munich. F Holland-Anglian Sea. F Denmark (S) F Holland-Anglian Sea. F Berlin-Baltic Sea. A Wareaw-Moscow. A Sileeia-Warsaw. A Volgs (S) A Warssw-Moscow. /r/. (Annihilated). A Kiel (S) F Denmark.

ITALY (Ryrie): A Portugal-Castile. F Andalusia-Portugal. F South Atlantic-Mid-Atlantic. A Gascony (S) GERMAN A Paris-Brest. A Venice (H). A Marseilles (S) A Gascony. F Central Med. (H). A Libya (H). F Eastern Med.-Cypriote Sea. F Egypt (H).

AUSTRIA (Greer): A Greece-Const. F Aegean (C) A Greece-Const. (Feet Ferry). A Transylvania-Serbia. A Ukraine-Odessa. A Rumania (S) A Ukraine-Odessa. A Galacia (S) GERMAN A Sileeia-Warsaw (No effect. See Rule IX.3). A Zurich-Tyrol. A Croatia (S) A Zurich-Tyrol. A Venice (S) A Croatia.

TURKEY (Vane): A Damascus-Smyrna. F Cypriote Ses (S) A Damascus-Smyrna (Fast Ferry). A Paleetine-Damascus. A Constantinople (H).

PRESS RELEASES:

MOSCOW (June 4, 1915): We, the new Communist rulers of Russia wouldn't wait until 1917 to overthrow the Czar. We are felling back to consolidate whilst we see if there are any ospitalistic neighbors with pink edges.  
(No, but there do appear to be some with red bodies in Odessa - Ed.)

VIENNA (June 15, 1915): Hansen Til on the paesing of s Tsar. "We of the Austrian Government have been stricken by the death of Mike Jurkovich. It seems our actions of last January had a lot to do with his demise. We can only say that at the time we felt we had no options. During the ensuing monthe, we have neither seen nor pretended to see sny reasons for regretting our change of policy. If only he had not played the Hare and stopped for vodka while the Turkish tortoise caught up."

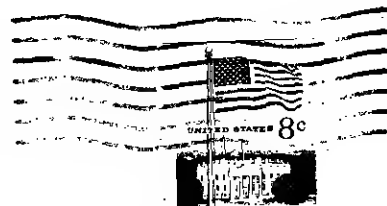
DEADLINE for August 1915 moves is TUESDAY, May 22, 1973, 8 p.m. Eastern Daylight Time.

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IN MEMORIUM. Scamp Davie. August 1969 - April 23, 1973. Killed by a hit and run driver on North Bend Road about 6:30 a.m. on April 23rd. The gentlest cat I ever knew. The Diplomacy World has lost a novice player, as I'd entered him in the Cst's Game in GOUPI LE CAT. Je regrette, Michel et Goupi. Au revoir, old friend.

# # # # .#

BUSHWACKER  
c/o Fred C. Davis, Jr.  
5307 Carriage Ct.  
Baltimore, Md. 21229  
U.S.A.



Donald Miller  
12315 Judson Rd.  
Heaton, Md. 20906  
(T)

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